Invasion's Edge

INVASION'S EDGE PLAYER'S GUIDE

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CAMPAIGN RESOURCES

Starfinder Society Landing Page: https://paizo.com/starfindersociety or starfindersociety.club
Lorespire (Guide to Organized Play): https://lorespire.paizo.com
Pregenerated Characters: https://paizo.com/products/btq0e20l
Organized Play Regions: https://paizo.com/organizedplay/regions

INVASION'S EDGE PLAYER'S GUIDE

WELCOME TO THE STARFINDER SOCIETY!

The Starfinder Society Organized Play Program is a worldwide science fantasy roleplaying campaign that puts you in the role of an agent of the Starfinder Society—a famous organization of explorers, archaeologists, and adventurers dedicated to discovering, exploring, and chronicling all corners of the galaxy and beyond! The Starfinder Society is based out of the Lorespire Complex, their headquarters on Absalom Station at the heart of the Pact Worlds.

Whether you're a long-time gamer or you've never seen a d20 before, we welcome you wholeheartedly to the Starfinder Society! The Starfinder Society Organized Play program is the perfect way to get involved with the Starfinder Roleplaying Game. Our program enables you to play the character you want, whenever and wherever you want. Thousands of players worldwide are ready to welcome you at conventions, local game stores, and online.

The *Invasion's Edge Player's Guide* is a quick-start guide to playing Starfinder Society. We believe the best way to learn about the program is to jump in with both feet (or whatever alien appendages you might use to move around), so we've given you everything you need to sit down at a game table. Don't be afraid to ask questions of your GM or your fellow players; our community loves helping new adventurers!

We hope you enjoy the Starfinder Society! We're so excited you've come aboard. Happy gaming!

Alex Speidel
Convention and Organized Play Manager

Jessica Catalan
Starfinder Society Senior Developer

WHAT IS ORGANIZED PLAY?

Paizo Organized Play is a worldwide roleplaying organization where players can take their character and play in any game around the globe. Our adventures bring players together as they explore worlds, investigate mysteries, and fight evil in a shared setting that responds to their decisions.

The goal of our Organized Play (OP) programs like Starfinder Society is to provide players with a drop-in, drop-out play experience. Those without regular home groups can show up to OP events ready to play, and those who stick with the program often find it helps them form groups for additional play experiences, such as our Adventure Paths.

GETTING STARTED

All you need to get started in Starfinder Society is a character, an Organized Play ID, and a game to play in!

Building a Character

The first step in your journey is to build a character! Follow the rules in *Starfinder Player Core* for character creation. You may use any option in *Starfinder Player Core*, *Starfinder Galaxy Guide*, or this PDF as you choose your ancestry, background, class, and more.

In Starfinder Society, you are permitted to build a character at 1st, 3rd, 5th, or 7th level. We recommend new players begin at 1st level, but it's not a requirement.

Don't worry if you don't get everything about your character perfect! All characters can be freely rebuilt between sessions until that character begins their fourth adventure.

Pregenerated Characters

If you don't want to start by building your own character, or don't have time, don't worry! The Starfinder team has created free pregenerated characters (sometimes called "pregens"), which are available for download at **https://paizo.com/products/btq0e20l**. You can use one of these characters until you build your own, and any rewards you earn will apply to your chosen character.

Organized Play ID

Once you've created your character, we recommend you join the Starfinder Society by registering for an Organized Play ID. Visit **https://paizo.com/organizedPlay/myAccount** and click "Join Organized Play" on the right side of the screen. Alternatively, if you were given an ID card at an event you've already attended, enter the Organized Play ID number and confirmation code on the left side of the screen.

Find a Game

Starfinder Society is played at hundreds of game stores and conventions around the world! Each venue and event schedules games differently based on what works best for them. Here are some ways to find games near you.

- Ask your local game store if they have Starfinder Society games
- Visit the Paizo event locator or convention calendar
- Search warhorn.net or meetup.com
- For online games, join the Discord server at pfschat.com
- Find your Regional Venture-Coordinator at **https://paizo.com/organizedplay/regions**

Replayability

Every Starfinder Society scenario in our first year is replayable. This means the same player can play the scenario multiple times, as long as they play with a different character each time. GMs can also assign credit to a new character each time they run a scenario.

REWARDS

After each adventure, you'll receive a Chronicle Sheet. This contains a summary of the adventure you played, as well as the following rewards.

- **Credits:** For each adventure your character undertakes, your character is paid for their hard work by the Starfinder Society. This payment is the credits listed on their chronicle sheet. These credits are added to your character's funds and can be spent immediately or between adventures. In Starfinder Society, characters earn credits based on their level for completing adventures.
- **Experience (XP):** Completing a Starfinder Society scenario grants 4 XP to your character. Characters level up every time they earn a total of 12 XP.
- **Boons:** Most chronicle sheets also include a boon, a new option for your character based on the adventure you completed. This could be a new item for purchase, a feat, or something else exciting!

Achievement Points

Achievement Points (AcP) are a special type of currency players and Game Masters (GMs) earn after completing adventures. These points are exclusively tracked online at **paizo.com** and are redeemed online in the Boon Store to unlock additional options. They are also used to remove negative conditions from your character, such as conditions, diseases, or even death.

SCENARIOS

Starfinder Society scenarios are adventures designed to be played in the Starfinder Society Organized Play Program. Each scenario is 2–3 hours in length and intended to be played by groups of 4 to 6 players within a specific listed level range. Most scenarios in *Invasion's Edge*, the first year of the Starfinder Society Second Edition, are level 1–2 adventures or level 3–4 adventures. If your character is either of a scenario's listed levels, you can play that adventure!

GMs can easily adjust the difficulty of a scenario to be easier or harder using the Adjusting Difficulty sidebars found throughout the adventure. This empowers GMs to accommodate and adapt to tables of varying sizes, levels, and experience.

Remember that if you don't have a character of the listed levels, you can still play using a newly created character or a pregenerated character. You're always welcome at a Starfinder Society game!

Invasion's Edge

Every Starfinder Society scenario is a self-contained adventure, complete with problems to solve, villains to combat, and challenges to overcome. Many Starfinder Society scenarios are also interconnected and form a larger story. While some of these stories are small, spanning two to three scenarios, others are the focus of many scenarios. The "largest" story of each year is often referred to as a metaplot.

This year, we invite you to experience Invasion's Edge, a story of exploration and discovery amid a mysterious alien starship on the desert planet of Akiton. For more information on this exciting metaplot storyline, see page 5.

ADDITIONAL RESOURCES

Looking for more information on Starfinder Society or Paizo Organized Play? Check out the table of contents for links to the Starfinder Society landing page, the full *Guide to Organized Play: Starfinder Society Second Edition*, pregenerated characters, and more!

STARFINDER SOCIETY

The Starfinder Society is a famous organization of adventurers, explorers, scholars, and xenoarchaeologists dedicated to discovering, exploring, and chronicling all the corners of the galaxy and beyond.

Starfinder agents work in teams and perform missions as assigned by Starfinder leadership. They record their findings, preserve discoveries, and share their knowledge with the galaxy. Many Starfinders operate out of regional headquarters called lodges, which are maintained by a venture-captain—an experienced Starfinder who acts as a mentor and organizer.

First Seeker Sarmak

The Lorespire Complex is the main base of operations for the Starfinder Society, which is located on Absalom Station, the very heart of the Pact Worlds. Containing living and gathering spaces, offices, museums, archives, and an educational campus and training centers, the Lorespire Complex is a home away from home for countless Starfinders.

The motto of the Starfinder Society is "explore, report, cooperate."

Operations

The Starfinder Society is led by their elected leader, the First Seeker, who is chosen not only for their stellar leadership and extensive field experience, but also for their chosen mandate—the field of study or objective they intend to pursue throughout their term. Thus, the First Seeker sets the course for the Starfinder Society, guiding it into the future a few years at a time. **First Seeker Sarmak** (inquisitive male izalguun electrical engineer) was elected in 324 AG, promising to explore sites created by ancient civilizations with advanced technology, notably the mysterious First Ones of Aballon.

The First Seeker confers with the Forum, an elected assembly of respected Starfinders, and with Guidance, a network of virtual intelligences created from the memories and personality data of past First Seekers and other exemplary Starfinders. The First Seeker relies heavily on venture-captains to run local lodges and assign missions to Starfinder teams. The most well-known venture-captains include **Venture-Captain Arvin** (friendly male damaya lashunta mentor) and **Venture-Captain Naiaj** (stoic female bleachling gnome coordinator). Both operate out of the Lorespire Complex, with Arvin overseeing newly graduated Starfinders and Naiaj coordinating the dangerous missions of experienced Starfinders.

Countless archivists, linguists, programmers, scholars, xenoarchaeologists, and support staff are members of the Starfinder Society, yet its beating heart is the field agent—Starfinders who go out into the galaxy to perform missions at the directive of the First Seeker and venture-captains. These missions vary greatly, from first contact with alien species, surveys of newly discovered planets, and the exploration of ancient ruins to diplomatic negotiations, disaster relief, and even publicity events. Starfinders record their missions, with the most important or exciting seeing publication in scientific journals or the Starfinder Chronicles podcast. Many become the inspiration for popular vidshows and vidgames.

Applicants to the Starfinder Society undergo a minimum of three years of education and training at the Lorespire Complex before undergoing final exams. Aspiring field agents must additionally participate in a monitored and graded field mission before graduating—a test that is often called their "commencement."

INVASION'S EDGE

Upon his election, First Seeker Sarmak organized an archaeological survey of the First Ones city of Eternity, on the planet of Aballon, with the full cooperation and approval of Aballon's governing Insight Array. This widescale survey shed light on the First Ones, with many revelations indicating the First Ones were not a benevolent people. Unfortunately, this survey also brought the Starfinders into conflict with a fanatical faction of anacite terrorists called Those Who Call, who attempted to destroy

Aballon's government and capital city, paving the way for the First Ones to return to the Pact Worlds and rule. While the Starfinders defeated Those Who Call and saved the city of Striving from destruction, they failed to prevent Those Who Call from dispatching a transmission to the First Ones. Worse, this call was received, leading First Seeker Sarmak to believe the First Ones are en route to the Pact Worlds. While Sarmak warned the Insight Array and the Pact Council of this potential threat, more pressing matters occurring throughout the system and the wider galaxy have prevented any other governments or factions from paying his warning much mind—the First Ones are ancient history, after all.

Fearing the destruction the First Ones would unleash upon the Pact Worlds system were they to return, Sarmak remains alert to any sign of their presence, interference, or agents, and is bolstered by the Starfinder Society's vast information network, highly skilled agents, and countless additional mercenaries. Meanwhile, excavations continue at the ancient city of Eternity.

The First Ones

There is perhaps no greater mystery within the Pact Worlds than the origins of the so-called First Ones, an advanced civilization from antiquity whose true name is unknown, and whose legacy is enduring. First Ones wrecks and ruins are few, and their mind-bending architecture and deadly magitech sentries make exploring and understanding them a dangerous task. However, there's no doubt that the First Ones thrived in the Pact Worlds system at some point, as their actions seeded Aballon and the Sun with their robotic creations, anacites and protocites, respectively. Smatterings of First Ones intervention are found throughout the wider cosmos, forming a puzzle only the most dedicated tech priests and researchers attempt to decipher.

A recent archaeological excavation of the First Ones city of Eternity revealed tantalizing clues about the First Ones. While much of this information has yet to be compiled into a press release or a scientific paper, numerous reports, surveys, and detailed records are available for review in the Starfinder Society's databases. Most Starfinders interested in studying the First Ones know the following information.

- In the ancient past, the First Ones harvested resources from Aballon, then left of their own accord. No one knows who the First Ones were, what they looked like, where they came from, or where they went.
- The First Ones created self-improving robots for use as laborers. Long after the First Ones left, these robots became intelligent anacites. In other parts of the galaxy, the First Ones created other artificial life, including protocites and planashars.
- The city of Eternity was built by the First Ones. Its primary purpose was resource extraction and the production of weapons, including massive robots, starship-grade weapons, and "planet-killers." Records indicate these weapons were used to "ready a planet for material extraction," suggesting the First Ones may have eradicated local threats to their claim on a planet before harvesting efforts began.

The Wreck of the Returned

A few months after Those Who Call's transmission was dispatched, a mysterious starship emerged suddenly from deep space. Traveling at speeds that should have cracked a planet in half, the starship slowed long enough to crash into the Sloughscar Hills of Akiton. Curious explorers and opportunistic salvagers descended upon the wreck, among them was a mercenary team in the employ of the Starfinder Society. Within hours, the starship's automated defenses activated, driving the explorers out and unleashing dangerous monsters and magic into the region, including the dreaded illumantula, a terrifying monster of magic, technology, and light. This starship was soon dubbed the Wreck of the Returned.

Believing the Wreck of the Returned has a connection to the First Ones and is the first step in a devastating invasion of the Pact Worlds, First Seeker Sarmak established a Starfinder lodge in the surrounding Sloughscar Hills. Aided by the Starfinder **Zizenzi** (enthusiastic host shirren xenoarchaeologist), Sarmak has put out a call for brave Starfinders willing to help establish and defend this fledgling lodge and explore the Wreck of the Returned.

Welcome to **Invasion's Edge**, the first season of Starfinder Society for Starfinder Second Edition!

Other Dangers

Countless other dangers and discoveries await the Starfinder Society!

The birth of the Newborn from its now destroyed planetary womb of Aucturn cast the Pact Worlds into chaos. Most of Aucturn's planetary debris collected at the outer rim of the system, in a region known as the Gelid Edge. This forlorn field of ice, aucturnite, and technomagical debris is a realm of occult power and starship wrecks ripe for exploration.

Magical anomalies have recently caught the eye of the Starfinder Society. From mysterious ruins appearing and disappearing in a veil of purple mist on the planet Castrovel to the miraculous rekindling of the distant planet Lajok's dying sun, these mysteries both intrigue and confound. Numerous field agents have reported spotting a strange alien structure in the Drift that defies starship scans and sensors.

Further afield, the Starfinder Society prepares to explore an uninhabited solar system in the Vast, beginning with a frozen moon orbiting a gas giant. This moon is said to contain strange ruins and could be a perfect jumping-off point to explore the wider system.

BACKGROUNDS

The following backgrounds are available to Starfinders. Many represent specialized fields of study, outlooks, or methodologies, or have ties to locations around the Lorespire Complex where Starfinder agents spend their time. The referenced skill feats appear in *Starfinder Player Core*.

ABSALOM LOCAL — BACKGROUND

You've made the Lorespire Complex your home and are immersed in the culture of Absalom Station. While most Starfinders can't wait to leave the station and explore the distant galaxy, you know Absalom Station hides enough mysteries and secrets to keep you busy for a dozen lifetimes.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Society skill and the Absalom Station Lore skill. You gain the Streetwise skill feat.

INVASION'S EDGE

The Invasion's Edge storyline spans numerous Starfinder Society scenarios.

Answer Sarmak's call for volunteers and help establish the fledgling lodge in the Sloughscar Hills in *Starfinder Society Scenario #1-01: Invasion's Edge*.

Curious what the initial explorers discovered in the Wreck of the Returned? Take on the role of hired mercenaries and play the special double-length prequel adventure *Starfinder Society Scenario #1-00: Collision's Wake* to find out!

ACQUISITIVE — BACKGROUND

While most Starfinders joined the Society for a chance to explore the galaxy or uncover ancient history, you joined for far more practical reasons: wealth, fame, and power! You intend to use your status as a Starfinder to make contacts, seize opportunities, become a media sensation, and, of course, get rich.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and the Media Lore skill. You gain the Charming Liar skill feat.

DATAPHILE — BACKGROUND

You spend a lot of time in the Archives' Cortex, studying or maintaining the digital database that contains records of all the Starfinder Society's most impressive discoveries and missions. You know that information is power and consider conserving information a worthy goal.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Computers skill and the Infosphere Lore skill. You gain the Digital Diversion skill feat.

EXO-GUARDIAN — BACKGROUND

You know the galaxy hides countless dangers, and you've trained hard to stand firm against these threats. You don't just want to be a Starfinder, you want to be a hero.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Athletics skill and the Warfare Lore skill. You gain the Combat Climber skill feat.

FORUM ASPIRANT — BACKGROUND

You consider yourself an exemplary Starfinder, and you aim to one day join the Forum, the council of respected Starfinders that guides the Starfinder Society and advises the First Seeker.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill and the Starfinder Society Lore skill. You gain the Hobnobber skill feat.

GUIDANCE'S FAVORED BACKGROUND

You communicate frequently with Guidance, the amalgam intelligence that advises the First Seeker, and even help maintain Guidance's servers. You consider Guidance the true heart of the Starfinder Society.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Computers skill and the Starfinder Society Lore skill. You gain the Hologram Skeptic skill feat.

LORESPIRE ARCHIVIST BACKGROUND

You spend your spare time working at the Lorespire Complex as an archivist or educator, perhaps maintaining the Archives' massive collection of texts and artifacts or preparing displays in the First Seeker Ilyastre Memorial Museum.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Society skill and one of the following Lore skills of your choice: Academia Lore, Library Lore, Museum Lore. You gain the Assurance skill feat for Society.

MANIFOLD RECRUITER BACKGROUND

You believe the Starfinder Society is strongest when its members come from diverse backgrounds and societies. You work hard to recruit new members to the Starfinder Society and enjoy immersing yourself in different cultures and learning new languages.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and a Lore skill for one planet of your choice. You gain the Multilingual skill feat.

STARFINDER TRAPSMITH BACKGROUND

You've watched enough vidcasts and played enough vidgames to know that ancient ruins, restricted complexes, and derelict starships have one thing in common: traps! You've trained hard as a trapsmith, locksmith, and–let's face it–thief, and you're confident you can keep you and your fellow Starfinders alive when the time comes.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Thievery skill and the Hazard Lore skill. You gain the Pickpocket skill feat.

WAYFINDER BACKGROUND

You became a Starfinder because you longed to explore the furthest reaches of the galaxy. You specialize in exploring undiscovered planets and surviving in hostile environments.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and your choice of either the Life Science Lore or Physical Science Lore skill. You gain the Survey Wildlife skill feat.

Invasion's Edge Backgrounds

The following backgrounds are available to all members of the Starfinder Society. These campaign backgrounds have ties to the Starfinder Society's efforts to explore the Wreck of the Returned and study the First Ones.

AKITONIAN EXPLORER BACKGROUND

You've been to the planet Akiton before, perhaps for a vacation, to visit a friend, through your work with the Starfinder Society, or because it's your home. You're accustomed to the hardscrabble life its citizens lead and know how to survive the region's badlands and wastelands in case of emergency.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and the Akiton Lore skill. You gain the Terrain Expertise skill feat, selecting one of the following terrains: arctic, desert, mountain, or plains.

FIRST ONES SCHOLAR BACKGROUND

You've studied the First Ones extensively, poring over scientific journals and conspiracy theories alike, and have delved into the Starfinder Society's records of their ongoing survey of the city of Eternity. Whether you agree with First Seeker Sarmak's assessment of the danger posed by the First Ones or believe he jumped to erroneous conclusions, you're excited to visit the Wreck of the Returned in person.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Society skill and the First Ones Lore skill. You gain the Assurance skill feat with First Ones Lore.

LODGE ADMINISTRATOR BACKGROUND

You know that establishing a lodge takes more than talented field agents–it takes managers, administrators, and a firm knowledge of logistics! You know how to influence people, handle conflict, and interact with other factions and organizations. In fact, you'd probably make a good venture-captain yourself one day...

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill and the Corporate Lore skill. You gain the Group Impression skill feat.

MAGITECH SPECIALIST BACKGROUND

First Ones sites are known to integrate magitech: a combination of advanced technology and magic, working in synergy to create something utterly unique. You've studied modern magitech as well as the strange magical anomalies and warped realities that surround First Ones sites. You're certain your studies will serve you well in the Wreck of the Returned.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained your choice of either the Arcana or Occultism skill, as well as the Magitech Lore skill. You gain the Quick Identification skill feat.

ROBOT ADVERSARY BACKGROUND

You recognize the dreaded illumantula from databases the Starfinder Society discovered in Eternity and know without a doubt the danger it–and the First Ones–pose to the Pact Worlds. While you know you can't defeat such a formidable creation yourself (and you hope you'll never have to try!), you've trained to combat robots and other technological creatures the First Ones are known to have created.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in your choice of either the Computers or Crafting skill, as well as the Robot Lore skill. You gain a skill feat: Phreaker if you chose Computers or Quick Repair if you chose Crafting.

Playtest Backgrounds

Players who have a chronicle sheet recording their participation in the Starfinder Second Edition Playtest gain access to all the following backgrounds associated with the playtest adventures they played, as noted on their chronicle sheet.

ALIEN HUNTER — BACKGROUND

UNCOMMON

Access You played *Starfinder Playtest Scenario #2: It Came from the Vast!* during the Starfinder Second Edition Playtest

You explored the Xenowardens starship *Bloom* and teamed up with a ghost to destroy Sample 62, a vicious alien monster that killed the starship's crew. The experience shaped you, and you understand that sometimes alien creatures must be destroyed to protect the wider region or galaxy.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and the Life Science Lore skill. You gain the Experienced Tracker skill feat.

PARTY CRASHER — BACKGROUND

UNCOMMON

Access You played *Starfinder Playtest Adventure: A Cosmic Birthday* during the Starfinder Second Edition Playtest

You were present on Absalom Station when one of the Midwives attempted to drain the station's fabled starstone reactor to ease the birth of the Newborn from its planetary womb. You bonded with the citizens of Little Akiton and explored the Ghost Levels in your quest to save Absalom Station.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill and the Ghost Levels Lore skill. You gain the No Cause for Alarm skill feat.

PLANETARY PRESERVATIONIST — BACKGROUND

UNCOMMON

Access You played *Starfinder Playtest Scenario #1: Shards of the Glass Planet* during the Starfinder Second Edition Playtest

You collaborated with the church of Weydan to preserve the ruins on the planet Birnam's Bubble, despite the force shards raining down upon them from space. The experience drove you into contact with an alien people called alithee, who helped you stabilize the planet's force shields and save the planet.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and the Physical Science Lore skill. You gain the Digital Ambassador skill feat.

SHIMMERSTONE SAVIOR — BACKGROUND

UNCOMMON

Access You played *Starfinder Playtest Scenario #4: Rescue at Shimmerstone Mine* during the Starfinder Second Edition Playtest

You rescued miners on the planet Vesk-8 during an event now known as the "shattering." The experience has made you wary of strange magic and mental manipulation.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Occultism skill and the Vesk-8 Lore skill. You gain the Oddity Identification skill feat.

WAR-HARDENED HERO — BACKGROUND

UNCOMMON

Access You played *Starfinder Playtest Adventure: Empires Devoured* during the Starfinder Second Edition Playtest

You were present on the planet Kehtaria when the Sihedron Guard attacked, launching the Azlanti-Veskarium war. Through your efforts to maintain peace and oust these invaders, you rallied survivors, fought the Sihedron Guard, defeated a nihilistic cult called the Heliacal Maw, and saved the surrounding Adalawe system from annihilation.

Choose two attribute boosts. One must be to Strength or Charisma, and one is a free attribute boost.

You're trained in the Intimidation skill and the Warfare Lore skill. You gain the Intimidating Glare skill feat.

WHEEL WINNER — BACKGROUND

UNCOMMON

Access You played *Starfinder Playtest Scenario #3: Wheel of Monsters* during the Starfinder Second Edition Playtest

You were a contestant on *Wheel of Monsters*, a game show hosted by media mogul Zo! While your fame is temporary, you intend to make the most of your moment in the spotlight.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Media Lore skill. You gain the Impressive Performance skill feat.

Zizenzi

IKESHTI

Ikeshtis are intelligent bipedal lizards with hard red scales and a compact build. Native to the harsh planet of Akiton, they're hardy, resolute, and passionate, working ceaselessly for the survival of themselves and their tight-knit communities. Many have a knack for invention and enjoy finding new purposes for old or damaged objects.

You Might...

- Enjoy finding new purposes for old things and giving broken things new life.
- Feel a deep connection to your community and its members and strive to ensure their continued survival or prosperity.
- Experience mood swings, or frequently feel emotionally overwhelmed.
- Be introspective and invest in your mental health, likely having favorite hobbies, preferred routines, a trusted confidante, or practiced behaviors you engage in to de-stress.

Others Probably...

- Are impressed by your ingenuity.
- Assume your fondness for used and found objects indicates a lack of financial resources.
- Consider you temperamental and melodramatic.
- Worry you'll transform into a monster if they make you angry.

Ikeshtis are conditioned by their environment—the harsh deserts, hills, and badlands of the planet Akiton, a dwindling world low in resources and opportunities. They're hardy and resilient, capable of surviving over a week without food or water. Each generation forms its own tight-knit communities, which vary dramatically, from nomadic tribes and agrarian homesteads to roving biker gangs, mercantile empires, and everything in between. Most ikeshtis who leave their community send support back home, usually in the form of resources, information, or credits.

Shaped by scarcity, ikeshtis loathe wastefulness and rarely consider anything worthless—what can't be reused can be repaired, repurposed, or broken down for parts and crafted into something new. Many ikeshtis take pride in their thriftiness and have honed their skills with a tangible craft or trade. Like many inhabitants of Akiton, ikeshtis view every junkyard, scrapheap, and forgotten wreck as a promising opportunity. They're well known for their ingenuity and craftiness, and many ikeshti communities make their living as salvagers, scrap traders, and mechanics.

Ikeshtis are passionate and experience intense emotions, which are magnified by stress and danger. Many ikeshtis have difficulty processing their emotions in a healthy way, so modern ikeshtis learn to confront and embrace—not ignore—their emotions, develop routines and behaviors to help them de-stress or center themselves, and confide in trusted friends. Most ikeshtis are mercurial and experience frequent mood swings. When emotionally overwhelmed or frustrated, they're prone to outbursts of sadness or aggression. This has given ikeshtis a reputation for being hotheaded, temperamental, and prone to sudden violence.

Juvenile ikeshtis and adults who fail to develop the maturity necessary to process their emotions, additionally risk entering the dreaded rivener state when stressed or frustrated. This sudden transformation engorges the body, making the ikeshti bigger and stronger, but completely overrides their mind with anger. A rivener violently rampages, destroying everything and everyone in their path, often harming their own communities and kin. This transformation is short-lived and exhausting, lasting until the ikeshti calms or runs out of energy. Ikeshtis consider the rivener state incredibly embarrassing—like having an incoherent temper tantrum in public. Some ikeshtis can enter the rivener state intentionally, maintaining their mental faculties during the transformation, to gain strength in a desperate situation. Ironically, mastering the rivener transformation requires extreme emotional control, and such ikeshtis are highly respected.

If you want to play a creative and passionate survivor, who values their community and is determined in the face of complications and hardship, you should play an ikeshti.

6 HP
SIZE: SMALL
SPEED: 25 FEET; CLIMB 15 FEET

ATTRIBUTE BOOSTS

Dexterity
Intelligence
Free

ATTRIBUTE FLAW

Wisdom

LANGUAGES

Akitonian, Common
One regional language of your choice.
Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

Humanoid, Ikeshti

WASTELAND SURVIVOR

You're accustomed to surviving in Akiton's harsh climates, often going over a week without food. You can survive a number of days without food and water equal to 7 + your Constitution modifier before you begin to starve.

Physical Description

Ikeshtis are bipedal reptiles with a long tail, taloned hands, and an elongated snout. They're small and compact, averaging between 2-1/2 to 3-1/2 feet tall. Their hard scales are red, sometimes with brown, orange, or pink gradations. Most have frills running down the back of their head and neck, with spurs on the elbows or knees, sharp teeth, and yellow eyes. Some ikeshtis grow downward-curving horns on the side of their head, though this is most common in elder ikeshtis and those who frequently enter the rivener state.

Society

Ikeshtis are defined by their communities throughout their lives, beginning with the brood. A brood is a voracious swarm of infants hatched from numerous egg clutches and raised by brood-minders—ikeshtis who specialize in nurturing and educating juveniles. Ikeshti hatchlings are little more than gaping mouths with tails, driven by hunger, who sprout additional appendages as they age. They instinctively seek one another's company, forming roving groups that mindlessly consume organic matter. Broods can easily decimate a region's flora and fauna or tear through a settlement, so brood-minders ensure their broods eat responsibly. These efforts protect local ecosystems and keep broods safe from predators and angry locals.

As hatchlings mature, brood-minders begin a more formal education, teaching important life skills such as speech, responsible feeding, emotional awareness, and the dangers of the rivener state. Through action, ikeshtis learn personal responsibility, communal prosperity, and collaboration.

After five years, ikeshtis outgrow their brood and form their own unique groups. Many of these fledgling communities begin as nomadic wanderers, agrarian farmers, crafty salvagers, or opportunistic gangs, though they change with time, adapting their lifestyle as they gain experience or innovate. Communities form alliances with one another for protection, companionship, and trade, forming a complex web of relations and alliances that enable communities to thrive as part of a wider whole. Sometimes communities merge into larger units, but never become untenantable, always remaining within the threshold of what their environment can safely support.

As ikeshti communities are diverse in form and function, there are few universals. Each finds a method to balance economic prosperity with social satisfaction, usually leveraging their ingenuity and mechanical skills to great effect. Warriors, hunters, scouts, and salvagers are all important, as are healers and community leaders. Soul-soothers (therapists) and brood-minders are typically the most honored roles in a community.

Ikeshtis rarely show interest in procreation and, when they do, few follow through, mindful of the burden a brood will place on their region. Ikeshtis lay large clutches of eggs away from their communities, which are tended by brood-minders. As guiding a brood takes an ikeshti away from their own community for years at a time, only the most patient, nurturing, and self-sacrificing ikeshtis take on the role. Brood-minders are supported by their closest companions—usually other brood-minders, friends, and lovers. For their tenure, brood-minders are very protective of their brood, becoming surly and standoffish. When their brood begins to form communities and drift away from the nest, brood-minders return to their own communities with pride.

Surviving on Akiton is hard, so every community has members who choose to leave home (often the planet entirely) for new opportunities. Most send money, information, or supplies back home, remotely funding their community. Many find work as miners, engineers, mechanics, entrepreneurs, or gladiators, or enter the entertainment industry, chasing fame and fortune in music or sports. Others set out intentionally to acquire goods, trade deals, assets, and funds that can be directly funneled to their communities. Many join corporations such as AbadarCorp, form business ventures, and trade in stocks. Regardless of methods or goals, ikeshtis who send funds home are called congregants.

The arrival of the Wreck of the Returned drew the attention of many communities and countless congregants, all eager to explore the wreck, discover new technology, and repurpose interesting salvage. Many have settled in the boomtown of Pilferer's Paradise or teamed up with factions leading expeditions to the wreck, including the Starfinder Society.

Ikeshti naming conventions vary by community, but often favor fricative sounds and plosive consonants.

Sample Names: Asashla, Bishae, Dezall, Geffi, Friyen, Ifray, Kish, Merthinett, Nenvi, Pavail, Quesch, Sehvash, Throsh, Tikesh, Vadak, Veke, Vertassh, Voss

Beliefs

Traditionally, ikeshtis give little thought to organized religion, favoring devotion to one's broodmates and community. Today, they worship a diverse array of gods, with nothing considered foreign or strange. Many worship gods that reflect their communal lifestyles, such as Hylax or Talavet. Nomadic groups feel kinship with Weydan, and those of a more warlike bent favor Damoritosh or Besmara. Congregants tend to prefer Abadar or Lambatuin.

Very rarely, ikeshtis become zealous prophets who receive visions and wisdom from unspecified forces. The source of these premonitions is a mystery, although the naturally appearing sigils on their scales suggest Eloritu or the newly hatched Newborn may be involved, or else something foul from the fringes of existence or the dark places between the stars.

Popular Edicts respect the mental health of yourself and others, protect your community, reuse and repurpose goods and materials, be thrifty

Popular Anathema suppress or ignore your emotions, betray those close to you, cause wanton destruction, be wasteful

IKESHTI HERITAGES

Ikeshtis are shaped by the regions they live in, the brood they grew up in, and the communities they've chosen to embrace. Choose one of the following ikeshti heritages at 1st level.

Desert Ikeshti

You're accustomed to surviving in the harsh, arid deserts of Akiton, and can endure the blazing heat of the midday sun. You gain fire resistance equal to half your level (minimum 1), and environmental heat effects are one step less extreme for you (incredible heat becomes extreme, extreme heat becomes severe, and so on). In addition, increase the number of days you can go without food or water before you begin to starve by 1 month.

Experimental Ikeshti

Scientists have experimented on you, and whether you were paid for your services or were captured as a hatchling and raised in a lab, this experimentation has left a lasting mark. Increase your augmentation implant limit by 1; this additional augmentation can only be implanted with biotech augmentations. Choose one common biotech augmentation with an item level of 1 or less. You begin with this biotech augmentation already implanted in your body. You don't need to pay the credits to purchase this starting augmentation. You can remove and replace this augmentation following the usual rules (*Starfinder Player Core* 288).

Inured Ikeshti

Due to extreme scarcity, negligence, or tragedy, your brood often consumed poisonous, rotten, or tainted food, or served as a living garbage disposal and ate garbage, refuse, waste, pollutants, and toxic sludge. Your body easily breaks down toxins. You gain poison resistance equal to half your level (minimum 1). In addition, you gain the Diehard general feat.

Pampered Ikeshti

Your brood was raised in a resource-rich region, such as the fey-touched forest outside of Great Gwaz, or offworld, perhaps on Castrovel, the Brethedan moon Marata, or Pulonis. You are unaccustomed to going without food and you don't gain the wasteland survivor ability. Instead, you gain 10 Hit Points from your ancestry, rather than 6, and you gain the Fast Recovery general feat, even if you don't meet the prerequisites.

Thorny Ikeshti

Your scales have bony ridges and spurs, which you can use to defend yourself in a pinch. You gain the Puff Up reaction.

Puff Up ↷ (ikeshti) **Frequency** once per hour; **Trigger** A creature Grapples you, hits you with an unarmed Strike, or hits you with a non-reach melee weapon; **Effect** You take a deep breath and rapidly puff up your body, jabbing your spurred scales and ridges into your attacker. You deal 1d6 piercing damage to the triggering creature (basic Reflex save using your class DC or spell DC, whichever is higher). On a critical failure, the creature is additionally thrown off by your sudden transformation, becoming off-guard until the end of your next turn. At 3rd level and every 2 levels thereafter, this damage increases by 1d6.

Underground Ikeshti

Your brood was raised underground to protect the surrounding ecosystem. You're accustomed to darkness and prefer a nocturnal lifestyle when on a planet's surface. You gain darkvision.

IKESHTI ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an ikeshti, you select from among the following ancestry feats.

1st Level

BROOD-MINDER FEAT 1

IKESHTI

You've served as, or are training to become, a brood-minder responsible for rearing and educating dozens of hatchlings. It's a multi-year job requiring extreme endurance. You become trained in Society. If you would automatically become trained in this skill (from your background or class, for example), you instead become trained in a skill of your choice. In addition, you gain a +2 circumstance bonus on saves to resist becoming fatigued.

BROODLESS FEAT 1

IKESHTI

You grew up without a brood. Whether you were a lone survivor, became lost, or were raised offworld, you've learned to survive alone. You become trained in one of the following skills of your choice: Deception or Thievery. If you would automatically become trained in both of those skills (from your background or class, for example), you instead become trained in a skill of your choice. If you selected Deception, you gain the Charming Liar skill feat. If you selected Thievery, you gain the Subtle Theft skill feat.

COMPACT PREDATOR FEAT 1

IKESHTI

You may be small, but your body is a dangerous weapon, sporting either long talons, razor-sharp teeth, or curving horns. When you select this feat, you gain your choice of a claw unarmed attack, a horn unarmed attack, or a jaws unarmed attack. These attacks are in the brawling weapon group.

- A claw unarmed attack deals 1d6 slashing damage and has the agile, finesse, ikeshti, and unarmed traits.
- A horn unarmed attack deals 1d6 bludgeoning damage and has the disarm, ikeshti, shove, and unarmed traits.
- A jaws unarmed attack deals 1d6 piercing damage and has the grapple, ikeshti, and unarmed traits.

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

Special You can take this feat up to three times. Each time you do, select a different attack from the options above.

CONGREGANT'S ACUMEN FEAT 1

IKESHTI

You're determined to amass a fortune and send a portion of the profits back home. You gain the Additional Lore general feat for one Lore skill of your choice—the Lore you choose must be related to your business or profession, such as Accounting Lore, Corporate Lore, or Legal Lore. You gain a +1 circumstance bonus on checks to Earn Income with your chosen Lore. In addition, whenever you successfully Earn Income, you earn an additional 10%. This additional income is transferred directly to your home community's accounts and can't be accessed or used by you in any way.

IKESHTI LORE FEAT 1

IKESHTI

Life on Akiton is hard, but thanks to your brood-minder, you learned the skills necessary to thrive. You become trained in Crafting and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Ikeshti Lore.

SHED SKIN ◈ FEAT 1

IKESHTI TRAVERSAL

Frequency once per hour

Trigger You attempt to Escape.

You rapidly shed a layer of your skin and slip away from a tight or sticky situation, living to fight (or flee) another day. You gain a +2 circumstance bonus on the triggering Escape, and on all attempts to Escape for 3 rounds. If the triggering Escape was successful, you can additionally Stand or Step (or Stride up to your Speed on a critical success).

SIGILED SCALES FEAT 1

IKESHTI

Your scales are marked with tiny sigils. When you select this feat, choose if you were blessed by a god or by an aberrant force. You can tap into the latent magic in your scales to cast a cantrip as an innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

If you are blessed by a god, choose one cantrip from the divine spell list. You can cast this cantrip as a divine innate spell at will.

If you are blessed by an aberrant force, choose one cantrip from the occult spell list. You can cast this cantrip as an occult innate spell at will.

Whenever you cast an innate spell granted by your Sigiled Scales or a feat that lists Sigiled Scales as a prerequisite, the sigils on your scales glow with magical energy, shedding bright light in a 10-foot radius for a number of minutes equal to the spell's rank.

SOUL-SOOTHER FEAT 1

IKESHTI

You have a deep understanding of emotions and mental health. You become trained in one of the following skills of your choice: Diplomacy or Medicine. If you would automatically become trained in both of those skills (from your background or class, for example), you instead become trained in a skill of your choice. In addition, if you roll a critical failure on a Will save against an emotion effect, you get a failure instead.

SQUIRT BLOOD ◆ FEAT 1

IKESHTI

Frequency once per hour

You squirt blood from one of your eyes at a creature within 30 feet. The target must attempt a Fortitude save against your class DC or spell DC, whichever is higher, with the following results.

Critical Success The target is unaffected.

Success The target is disgusted by the display, becoming sickened 1.

Failure The target is struck in the face, becoming dazzled for 1 round, or until they Interact once to clean the blood away.

Critical Failure The target is struck in the face, becoming dazzled for 2 rounds, or until they Interact twice to clean the blood away.

5th Level

EMPOWERED SCALES — FEAT 5

IKESHTI

Prerequisites Sigiled Scales

You catch periodic glimpses of the immediate future and can use your insight to predict your foes' moves before they make them. Once per day, you can cast *bless* or *sure strike* as a 1st-rank spell. The tradition of this spell matches the tradition of the cantrip you gained from Sigiled Scales.

RAVENOUS RESTORATION — FEAT 5

IKESHTI

You have a colossal appetite for a creature your size, and you find that a good meal always hits the spot. Once per day, you can eat a snack or meal as a 10-minute activity. When you do, you regain a number of Hit Points equal to 1d6 plus your level.

SCRAPPER'S INGENUITY — FEAT 5

IKESHTI

Prerequisites trained in Crafting and Thievery

You take great delight in breaking down objects to their component parts so they can be rebuilt into something new. You gain a +1 circumstance bonus on Thievery checks to Disable Device and Pick Lock. Whenever you successfully Disable Device, you harvest useful parts from the device for future use, gaining a +1 circumstance bonus on your next Crafting check to Craft or Repair. If the device you disabled was of a level higher than your own, this bonus increases to +2.

SURVIVOR'S INSTINCTS — FEAT 5

IKESHTI

Trigger You are about to roll a Reflex save against a hazard

You've learned to react to Akiton's dangers at a moment's notice, and you trust your instincts to see you through. You gain a +1 circumstance bonus to the triggering saving throw.

TOXIC TRANSFERENCE — FEAT 5

IKESHTI POISON

Prerequisites Compact Predator, Puff Up, or Squirt Blood

You use your body's built-up toxins to enhance your natural attacks, making them poisonous. Whenever you deal damage with an unarmed Strike you gained from Compact Predator, you deal an additional 1 poison damage per weapon damage die of the attack. Whenever you Puff Up or Squirt Blood, you additionally deal poison damage equal to half your level.

VICIOUS TAKEDOWN — FEAT 5

IKESHTI

Prerequisites trained in Athletics

Requirements Your most recent action was a success on a melee Strike against a creature who is at least one size larger than you.

You know that being small only means you need to be more vicious to survive and have learned to use your size to your advantage against larger foes. Attempt an Athletics check to Shove or Trip the target, ignoring the size requirements. If you roll a critical failure, you get a failure instead.

WORK'S NEVER DONE — FEAT 5

IKESHTI

Prerequisites Brood-Minder

Your experience as a brood-minder has hardened you, and you can function fully with little to no rest. You require only two hours of sleep to get a full night's rest, rather than eight. You can use exploration activities when fatigued.

9th Level

CANNY SURVIVOR — FEAT 9

IKESHTI

Prerequisites Survivor's Instincts

Your survival instincts are honed by a life of danger and scarcity, and you've learned to never let your guard down. You are not off-guard against hidden or undetected creatures. In addition, you can use Survivor's Instincts anytime you would attempt a Reflex save.

EMOTIONAL DEFIANCE — FEAT 9

FORTUNE IKESHTI

Frequency once per hour

Trigger You fail a Will saving throw against a mental effect.

You refuse to allow others to influence or manipulate your emotions. Reroll the triggering saving throw and use the better result.

ENTER RIVENER STATE — FEAT 9

CONCENTRATE IKESHTI POLYMORPH

Frequency once per day

You embrace your anger, willingly entering a controlled rivener state and maintaining your mental faculties. Your body grows and expands, becoming Large. Your equipment grows with you, but returns to its natural size if removed. Your reach increases by 5 feet, and you gain a +2 status bonus to melee damage. You become stupefied 1. This transformation lasts for 10 minutes, or until you choose to end it early as a single action that has the concentrate trait. When your transformation ends, you become fatigued for 10 minutes.

At 13th level and 17th level, the bonus damage increases by 2.

PROPHET'S PREMONITION — FEAT 9

IKESHTI

Prerequisites Sigiled Scales

Your magical scale markings give you insight into the future. You can cast *augury* twice per day as a 2nd-rank spell. The tradition of this spell matches the tradition of the cantrip you gained from Sigiled Scales.

THERMAL CONVERSION — FEAT 9

IKESHTI TRAVERSAL

Frequency once per hour

Requirements You are in an area of severe, extreme, or incredible heat, or you were dealt fire damage within the last round.

Your body has adapted to convert ambient thermal energy into kinetic energy to boost your speed. You Stride up to double your Speed. In addition, you become quickened until the end of your next turn. You can only use the extra action from quickened to Stride.

13th Level

INNER PEACE — FEAT 13

IKESHTI

You never lose your cool. When you become frightened or stupefied, you immediately reduce the value of the condition by 1. When you would gain the confused or controlled condition, you can attempt a DC 16 flat check. On a success, you don't get the confused or controlled condition.

NATURAL CAMOUFLAGE — FEAT 13

IKESHTI

Your scales blend in with the rocks and rubble of your home world. While you're outdoors on Akiton or a similar planet, and you're in a desert, mountain, or plains terrain, you don't need cover to Hide or Sneak from creatures at least 10 feet away from you.

PERSISTENT TACTICS — FEAT 13

IKESHTI

Prerequisites Puff Up, Shed Skin, or Squirt Blood

You've learned which survival tactics work best for you and rely on them frequently. Select one of the following feats or abilities you possess: Puff Up, Shed Skin, Squirt Blood. You can use the selected ability once per 10 minutes, rather than once per hour.

Special You can take this feat more than once, selecting a different ability each time.

PROPHET — FEAT 13

UNCOMMON IKESHTI

Prerequisites Sigiled Scales

You can divine the future. You can cast *read omens* and *vision of death* each once per day as 4th-rank spells. The tradition of this spell matches the tradition of the cantrip you gained from Sigiled Scales.

At 17th level, the rank of *vision of death* increases to 6th.

17th Level

DROP TAIL — FEAT 17

IKESHTI TRAVERSAL

Trigger You would be reduced to 0 Hit Points.

Requirements You have a tail.

In an embarrassing act of desperation, you sacrifice your tail to save your life. You're reduced to 1 Hit Point, rather than 0 Hit Points, and don't gain the unconscious or wounded conditions. Your tail falls off and flails around wildly, distracting your foes. You Stride up to your Speed, and don't trigger reactions due to this movement. Your tail grows back over 24 hours. While your tail is regrowing, you don't have a tail, your Speed is reduced by 5 feet, and you take a –2 status penalty to Acrobatics checks.

ENLIGHTENED RIVENER — FEAT 17

IKESHTI

Prerequisites Enter Rivener State

You've mastered your anger and can maintain the rivener transformation indefinitely. You permanently become Large, and your reach increases by 5 feet. You can use Enter Rivener State once per hour, rather than once per day. When you Enter Rivener State, your size and reach don't increase, you don't become stupefied, and you don't become fatigued when the transformation ends. You still gain the bonus to damage.

GLIMPSE THE PATTERN — FEAT 17

IKESHTI

Prerequisites Sigiled Scales

You see now; you understand. Your powers come with a price, and your fate is not your own. You're a part of something greater—a pawn in motion within a vast and complex pattern, executing commands long planned and twice foreseen. You're beholden to a higher power, and it has plans for you.

If your innate spells are divine, you can cast *divine decree* once per day as a 7th-rank divine innate spell.

If your innate spells are occult, you can cast *warp mind* once per day as a 7th-rank occult innate spell.

SHOBHAD

Shobhads, or shobhad-neh as they refer to themselves collectively, are nomadic people native to the planet Akiton. Though other species speculate shobhads might be descendants of planar travelers or even mutant offspring of another species, shobhads know they've been part of Akiton forever. These enormous four-armed humanoids see themselves as Akiton's original children and wander its surface in a millennia-long journey.

You Might...

- Prefer untamed and open spaces over crowded cities or other heavily populated areas.
- Excel at hobbies that keep your hands occupied, such as carving, knitting, or sculpting.
- Take pride in the care and upkeep of your equipment and personal possessions, scorning those who don't respect their own possessions.

Others Probably...

- Treat you with uneasy respect, having heard wild rumors of your people's "warlike" nature.
- Value you as a guide or protector, appreciating your great strength and keen insight.
- Mistake your quiet nature and implacable mien for scornfulness or arrogance.

Shobhads originate on the planet Akiton and have lived on that cold, arid planet since time immemorial, mastering its monster-infested deserts and unforgiving glacial formations with determination, stoicism, and pride.

Simultaneously fierce and reserved, shobhads are implacable in battle and quiet at rest. These common personality traits, combined with their imposing physiques, have given them a reputation for being unwelcoming and dangerous, though it's more accurate to describe them as cautious and reserved. Shobhads generally have little use for outsiders, but their shared history with the ysoki of Akiton has created strong bonds between the two species, and shobhad spacefarers often prefer melee weapons, armor, and spacesuits created by ysoki artisans.

Shobhads are renowned for their expert marksmanship with their longrifles, highly accurate and powerful ballistic weapons that shobhads, with their four arms, are uniquely suited to wielding. While these signature weapons are the pride of any shobhad who wields one, they're far from the only one they utilize, and powerful shobhad warriors eagerly wield a variety of two-handed weapons ranging from fangblades and hammers to flamethrowers and machine guns. Even caught off-guard without a weapon, shobhads are respected across the Pact Worlds for their brutal but effective unarmed martial arts.

If you want a character that is physically imposing, at home in the wilderness, and possessed of a demeanor that is quiet, collected, and intimidating, you should play a shobhad.

Physical Description

Shobhads have an impressive physical stature, standing between 10 and 12 feet tall with a muscular build. Their skin includes a range of colors from dusty gray, vibrant green, and faded turquoise. They have four powerful arms, which they which they use to wield a variety of weapons that would typically be too large or cumbersome for other species, multi-armed or otherwise. Shobhads are hairless and have pronounced, tusk-like canines in their lower jaw.

Shobhad-neh on Akiton typically go lightly clothed, preferring equipment harnesses and practical clothing that allows them to strike a balance between ease of movement during their long journeys and protection from Akiton's harsh conditions. They're naturally inured to Akiton's biting cold and thus give little consideration in their dress when it comes to the cold. Typically, only religious leaders wear notably ornate clothing.

Fondness for practicality doesn't equate with plainness, though. Shobhads appreciate artistry but frown upon frivolity and consider material excess a sign of foolishness, selfishness, and dishonor. Thus, shobhads

8 HP
SIZE: LARGE
SPEED: 25 FEET

ATTRIBUTE BOOSTS

Strength
Wisdom
Free

ATTRIBUTE FLAW

Charisma

LANGUAGES

Akitonian, Common, Shobhad
One regional language of your choice.
Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

Humanoid, Shobhad

COLD-ADAPTED

You are naturally acclimated to Akiton's frigid climes. You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

FOUR-ARMED

You have four arms, which allows you to wield and hold up to four hands' worth of weapons and equipment. At any time, one pair of hands is designated as your active hands. You can change this designation from one pair of hands to another by taking the Switch Hands action. Unless otherwise indicated, you wield items only with your active hands. For more information on playing characters with more than two hands, see *Starfinder Player Core* 254.

enjoy practical art—weapons, clothing, equipment, and other useful items crafted with care and lovingly decorated in ways that enhance (or at least don't impede) use. Shobhad crafters are known for their attention to detail, timeless designs, and understated artistic flourishes. Shobhad-neh favor hand-made objects and equipment over mass-produced equivalents, often handing beloved objects down through the generations. Shobhads practice a unique type of braidwork that their four hands are uniquely suited to. This braidwork often includes unique knots and weaves indicating a given shobhad's clan, home of origin, and other lineal details.

Society

On their home world of Akiton, shobhads live in nomadic clans, varying in size from a handful of hardy warriors to dozens of sprawling families, which range across Akiton's wild regions. Most follow traditional routes through their ancestral territory, moving with the seasons to avoid inclement weather, follow game, or harvest food. The slow encroachment of foreign civilization and the sudden incursion of raiders, thieves, and corporations upon their territory is a threat to the shobhad-neh way of life, which they take very seriously—a threat often met with armed resistance. In fact, these foreign intrusions are one of the only surefire ways to unite rival shobhad clans together. In the face of outside threats, even millennia-long grudges and blood feuds are put aside—shobhad-neh before shobhad.

Traditionally, leadership of shobhad clans is divided into secular and religious responsibilities. Clan leaders, known as ne-jaks, handle issues like territory or property disputes, the choosing of scouts and campsites, rationing of resources, and other such affairs. Animistic religious leaders, called ne-tals, consult with spirits and perform auguries to provide guidance on clan unions, perform marriages, act as midwives, and conduct funeral rites.

Typically, the responsibilities of ne-jaks and ne-tals do not overlap, though a clan's ne-tal can call for a vote among the elders of a clan to depose a ne-jak if they believe that the secular leader is guiding the clan down a dangerous or inappropriate path, or if age and infirmity are preventing the ne-jak from performing their duties adequately. Such action is rarely necessary since shobhad are taught from a young age to value the clan over the individual. This outlook means that few shobhads choose to permanently leave their clan without some major incident or event to drive them away. Banishment, disaster, inter-clan marriage, starvation, and war number among the most common instigating events, as does the destruction of a clan by outside forces. Shobhads who feel called to travel, adventure, or see the wider galaxy tend to work as scouts or traders, while those looking for a more permanent division tend to break away from their clan alongside a few other clanmates, splitting into a new clan. The relationship between clans and such splinter clans varies depending upon the reason for the split and the method by which it was achieved.

Shobhads combine fierce independence with a deep reverence for their clan, people, and home world. They believe it's an individual's responsibility to give more to their community than they receive from it; this philosophy works well among their wandering nomadic clans but often makes individual shobhads uneasy in highly populated areas. In cities where food, water, transportation, and other necessities are readily available and often freely dispersed, it can be hard for a shobhad to understand how they can possibly contribute more than they are being given. This issue has led to many other species incorrectly believing that shobhads are antisocial or even opposed to concepts of civilization, though the truth is almost the opposite; some shobhads merely struggle with understanding how they can appropriately fit into a social structure that doesn't create opportunities for them to contribute in traditional ways.

Shobhads tend to have a single personal name, two to three syllables in length and often hyphenated, relying upon braidwork to denote their clan affiliations, lineage, and other ties. They favor harsh sounds that remain easily distinguishable when shouted over long distances.

Sample Names: Aruk, Bo-Shek, Do-Jat, Jah-Tor, Katso, Naz-Er, Samdak, Tan-Takneh, Virek-Nol, Zaren-Ka

Beliefs

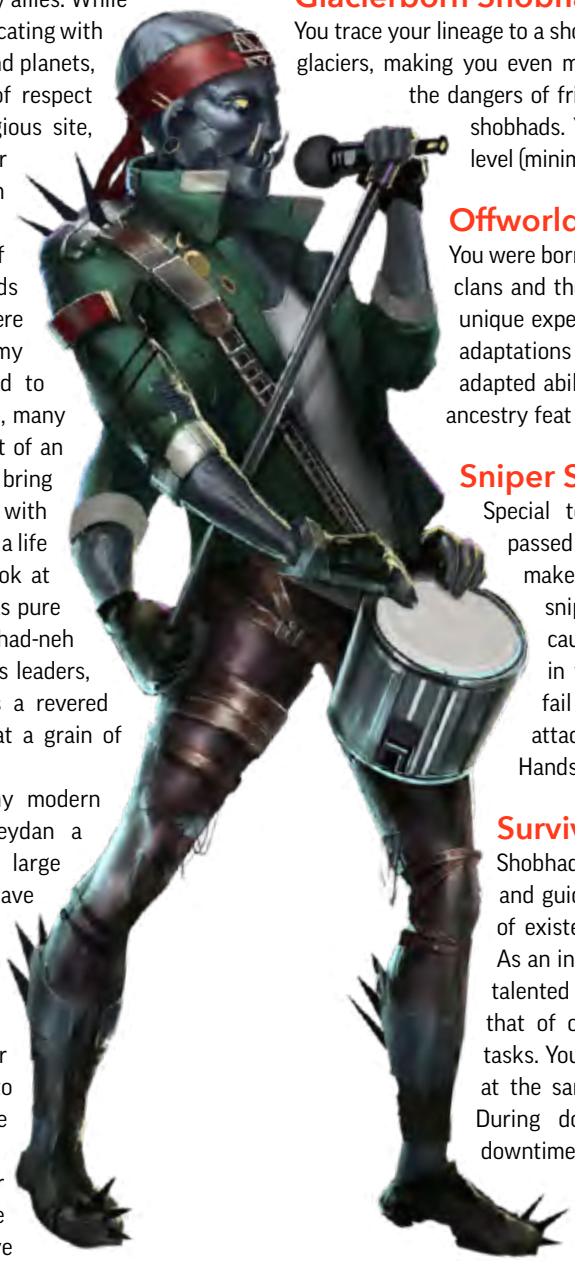
Shobhad religious beliefs are primarily animistic, with a faith in spirits and apparitions that embody a wide variety of concepts, creatures, and locations. Traditional Akitonian shobhads believe that even planets have a soul and that success in life comes from understanding and embodying that essence. The planet Akiton, they say, has a quiet and unforgiving soul that demands a quiet and unforgiving people, though most shobhads know better than to take this philosophy to an extreme that would alienate them from their people or from necessary allies. While shobhad-neh have mystics who excel at communicating with the many and varied spirits of different locales and planets, most shobhads pay at least a small showing of respect when entering a new region or visiting a religious site, believing that disrespecting any spirit (no matter how small, insignificant, strange, or foreign) can lead to lasting misfortune.

Their respect for spirits is also an element of their preference for the longrifle. While shobhads do not shy from meeting an enemy in combat, there is a cultural misgiving related to killing an enemy who can see you with a ranged weapon. Tied to ancient views on honor and their spiritual nature, many shobhad believe, or at least worry, that the spirit of an opponent killed unfairly might follow them and bring bad luck. Thus, the shobhad longrifle is a weapon with exceptional range and accuracy capable of ending a life before their prey or foe can ever get a clear look at the sniper's face. Though some might view this as pure superstition, the existence of the spirits shobhad-neh revere can be seen in the magic of their religious leaders, and the skill and longevity of their snipers is a revered tradition across the Pact Worlds, which hints at a grain of empirical truth to the idea.

In addition to their traditional beliefs, many modern shobhads choose to worship gods, with Weydan a notable favorite. Those shobhads who live in large urban centers, were not raised in a clan, or have left behind their traditional way of life display a wider diversity in religions, favoring Besmara, Damoritosh, the Devourer, Elotiru, Ibra, Lao Shu Po, or even Zon-Shelyn.

Popular Edicts master the skills necessary for survival so that you do not become a burden to others, show reverence for the world that gave you life

Popular Anathema disrespect Akiton or another planet you call home through exploitative abuse of its resources, take more than you give to a community



SHOBHAD HERITAGES

A shobhad's heritage might be influenced by the locale in which they were born, their clan's teachings or methods of survival, or by the roles their immediate ancestors played in their clan.

Akitonian Nomad Shobhad

You were born on Akiton to a clan or group that traveled far and wide, never settling in one place for long. The first time you left Akiton, you discovered the planet's lower gravity had given you specific skills and adaptations in the art of leaping and jumping that translated well to battle in space and other strange environs. You gain the Quick Jump skill feat, even if you aren't trained in Athletics, and don't treat ice or sand as uneven ground.

Glacierborn Shobhad

You trace your lineage to a shobhad clan that migrates along the Akitonian glaciers, making you even more advantageously suited to dealing with the dangers of frigid cold and treacherous climbs than other shobhads. You have cold resistance equal to half your level (minimum 1) and gain the Combat Climber skill feat.

Offworld Shobhad

You were born offworld, far from the influence of shobhad clans and the spirit of your ancestral home world. Your unique experience has allowed you to develop personal adaptations that serve you well. You lose the cold adapted ability but gain an additional 1st-level shobhad ancestry feat for which you meet the prerequisites.

Sniper Shobhad

Special techniques developed over centuries and passed from generation to generation have helped make shobhad-neh some of the most feared snipers in the Pact Worlds, and with good cause. If you are holding a two-handed gun in your inactive pair of hands, whenever you fail at a Strike made with a weapon or unarmed attack using your active hands, you can Switch Hands as a free action.

Survivalist Shobhad

Shobhad-neh are renowned for their talents as scouts and guides, talents they have honed over millennia of existence on their harsh home world of Akiton. As an inheritor of these skills, you are exceptionally talented at seeing to your own subsistence and even that of others while still performing other critical tasks. You can perform the Scout exploration activity at the same time as the Track exploration activity. During downtime, you can perform the Subsist downtime activity alongside any one other downtime activity you are capable of performing.

Urban Shobhad

You live in a city or other densely populated area and, after a lot of trial and error, have found your niche, becoming a productive citizen in equilibrium with your community. You gain the Urban Survivalist skill feat even if you aren't trained in Survival. You have a +2 circumstance bonus on any downtime checks you make to Craft or Earn Income.

SHOBHAD ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a shobhad, you select from among the following ancestry feats.

1st Level

ASSISTIVE SHOVE ↷ — FEAT 1

SHOBHAD

Prerequisites trained in Athletics

Trigger An adjacent ally who is at least one size smaller than you would be hit by a Strike.

You use your size and leverage to quickly move an ally out of harm's way. Attempt an Athletics check to Shove the ally targeted by the triggering Strike. If your ally is willing, treat the result as one degree of success higher. On a success, in addition to its normal effects, the Shoved ally also gains a +2 circumstance bonus to their AC against the triggering Strike.

IMPLACABLE GRAPPLER — FEAT 1

SHOBHAD

Prerequisites trained in Athletics

You combine your impressive stature and additional limbs to become a fierce wrestler. You gain the Titan Wrestler skill feat and a +1 circumstance bonus to your Fortitude DC against Grapple or Grab attempts.

LONG-LEGGED — FEAT 1

SHOBHAD

Your sure-footed nature combines with your natural height and long legs to give you an exceptionally impressive stride. Your Speed increases by 5 feet.

MASSIVE FISTS — FEAT 1

SHOBHAD

You punch with brutal force akin to a club or rock. Your fist unarmed attacks don't have the nonlethal trait and gain the shove weapon trait.

SHOBHAD FEROCITY ↷ — FEAT 1

SHOBHAD

Frequency once per day

Trigger You would be reduced to 0 Hit Points, but not immediately killed.

Centuries of living on a brutal and unforgiving planet has endowed many shobhad with an implacable will to survive despite debilitating injuries. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

SHOBHAD LORE — FEAT 1

SHOBHAD

You're well-versed in the stories of your people. You become trained in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example) you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Shobhad Lore.

Special If you have the urban shobhad heritage, you also gain the Additional Lore general feat for Ysoki Lore.

SHOBHAD WEAPON FAMILIARITY — FEAT 1

SHOBHAD

You gain access to all uncommon weapons with the shobhad trait. You have familiarity with weapons with the shobhad trait, plus the cryopike, fangblade, and hammer. For the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

5th Level

DOUBLE DRAW ❖ — FEAT 5

SHOBHAD

You can efficiently move held equipment between your four arms. You Interact twice, using each to draw, stow, or swap items you have.

EXCEPTIONAL REACH ❖ — FEAT 5

SHOBHAD STANCE

You can leverage your size and strength alongside lengthy and heavy weapons to strike foes who would normally be safe from you. While in this stance, when you wield a melee weapon that requires two hands and doesn't have reach, you can change between a typical two-handed grip and an extended two-handed grip using an Interact action. Weapons wielded in your extended two-handed grip have a reach of 10 feet.

NOMAD'S GUARD — FEAT 5

SHOBHAD

You have learned a technique practiced by shobhad boxers and warriors to fend off strikes from fists and blades. As long as you have at least one free hand (including an inactive hand), your fist unarmed attack gains the parry trait.

SHOBHAD SPIRIT-BLESSED — FEAT 5

SHOBHAD

You come from a line of shobhad spiritualists attuned to the whispers of the little spirits that encircle all things. Choose a 1st-rank divine or primal spell, either a common spell or another to which you have access. You can cast that spell once per day as an innate primal spell.

VOIDSTRONG — FEAT 5

SHOBHAD

Your unbelievable resilience allows you to survive even in the vacuum of space—at least for a while. You can hold your breath for 10 minutes. You have cold resistance equal to half your level.

Special If you have the glacierborn shobhad heritage, your cold resistance is instead equal to your level. If you have the offworld shobhad heritage, you additionally gain the Breath Control general feat.

9th Level

ALL HANDS ON DECK ◆ — FEAT 9

SHOBHAD

Frequency once per day

You're able to focus your coordination for a brief moment. Until the beginning of your next turn, you count one additional pair of hands as your active hands. At the beginning of your next turn, choose which set of active hands remains your active hands.

CRUSHING FISTS FEAT 9

SHOBHAD

Prerequisites Massive Fists

Your fists are exceptionally effective weapons. The damage die for your fist unarmed attack increases to a d6 and it gains the grapple weapon trait.

FEROCIOUS RECOVERY FEAT 9

SHOBHAD

Prerequisites Shobhad Ferocity

When you bounce back from the brink of death, you experience a spike of adrenaline that allows you to ignore grievous injury. Whenever you use Shobhad Ferocity, you gain temporary Hit Points equal to your level that last for 1 minute.

FOUR-ARMED CLIMBER FEAT 9

SHOBHAD

Your additional limbs make you exceptionally adept at vertical movement. You gain a climb Speed of 10 feet. If you Push Off in zero gravity while your inactive hands are not holding anything, you float up to your Speed instead of half your Speed.

Special If you have the glacierborn shobhad heritage, the climb Speed granted by this feat is instead equal to half your Speed. If you have the offworld shobhad heritage, you gain a +5-foot status bonus to your Speed when you Push Off in zero gravity.

SKILLED BODYGUARD ❖ FEAT 9

SHOBHAD

Your bulk and dexterous limbs are incredibly useful for ensuring that you keep your smaller allies out of harm's way. You move a number of willing, adjacent creatures that are smaller than you up to 5 feet each in a direction of your choice; the number of creatures you can move is equal to the number of unoccupied hands you currently have (including your inactive pair of hands). This counts as forced movement (meaning you cannot move a target into hazardous terrain or a space they cannot occupy).

Special If you have the Titan Wrestler skill feat, you can use Skilled Bodyguard to move a creature of any size.

SPIRIT-BLESSED PROTECTIONS FEAT 9

SHOBHAD

Prerequisites Shobhad Spirit-Blessed

The spirits of the planet Akiton protect you from being harmed by the forces of the natural world. You gain a +1 status bonus to saves against primal spells.

13th Level

BRUTAL BLOWS ❖❖ FEAT 13

SHOBHAD

Requirements You have at least one active hand free and are holding nothing in your other pair of hands.

You pummel an opponent mercilessly. Make a fist Strike against an adjacent creature. If the Strike hits, you automatically Grapple the target in your inactive hands and make a second fist Strike with the following success conditions; the second Strike applies your multiple attack penalty as normal.

Critical Success The target is stunned 1, and stupefied 2 for 1 round.
Success The target is stupefied 1 for 1 round.

INCREDIBLE FEROCITY — FEAT 13

SHOBHAD

Prerequisites Shobhad Ferocity

You are an implacable foe whose ability to escape death is nearly unrivaled. You can use Shobhad Ferocity once per hour, rather than once per day.

LONGRIFLE RELOAD ◆ — FEAT 13

SHOBHAD

Frequency once per 10 minutes

Requirements You are wielding a ranged weapon with reload 1 or greater.

You've learned unique techniques for wielding ranged weapons, honed through generations of experience and passed down through traditional teachings and intensive hands-on training. Strike with a ranged weapon in your active hands and then either Interact to reload that weapon or Switch Hands.

Special If you have the sniper shobhad heritage and are wielding a shobhad longrifle in your active hands while holding another weapon from the sniper weapon group in your inactive pair of hands, the frequency of this feat is instead once per round.

NOMAD'S PERSISTENCE — FEAT 13

SHOBHAD

Shobhad-neh survive in conditions that would grind other species to exhaustion. When you would become fatigued, attempt a DC 17 flat check. On a success, you aren't fatigued. If the fatigued condition has an underlying cause that you don't address, such as a lack of rest, you must attempt this check again at an interval determined by the GM until you fail the check or address the underlying cause.

STAND ASIDE ◆ — FEAT 13

SHOBHAD | TRAVERSAL

Prerequisites expert in Athletics, Assistive Shove

You use your large size and extra limbs to quickly aid your smaller allies in making room for you. Stride up to your Speed. If you end your movement in a position where one or more of your spaces are occupied by an ally, each such ally can immediately Step as a free action so that they are no longer occupying the same space as you. If this isn't possible, you must end your movement so that you aren't sharing a space with an ally, as normal.

17th Level

CHILD OF THE RED PLANET — FEAT 17

SHOBHAD

Calling upon your birthright as a shobhad, you channel the spirit of your ancestral home world of Akiton to encase you in a forbidding aura that causes your enemies to shy away from you in fear. Clad in the glory of the red planet, none can stand before you! You can cast *repulsion* once per day as a primal innate spell. Creatures from Akiton take a –2 penalty to their Will saves against this effect.

FANTASTIC FEROCITY ◆ — FEAT 17

SHOBHAD

Prerequisites Shobhad Ferocity

Trigger You use Shobhad Ferocity.

You continue to battle even as you acquire mortal injuries. Make a single Strike. If this Strike brings a foe to 0 Hit Points, this activation of Shobhad Ferocity doesn't count against its frequency.

SHOBHAD SPECIAL ◆◆◆ — FEAT 17

SHOBHAD

Requirements You have at least one hand free and are wielding a two-handed ranged weapon that doesn't have the area trait in your inactive hands.

Invented by a talented shobhad sniper over a thousand years ago, the so-called "shobhad special" is a devastating maneuver that is only possible by a creature with the shobhad-neh's unique combination of size, strength, extra limbs, and cultural sniping techniques. Much to your pride, you're one of the few who have mastered it. Attempt a fist Strike against a creature at least one size smaller than you. If the attack is successful, you deal no damage but the target is immediately thrown up to 30 feet in a direction of your choice. Then, Switch Hands and make a ranged Strike against the target with the required weapon; the target is off-guard against this Strike. Regardless of whether this Strike is successful, the creature then falls prone in whatever space is appropriate based on your throw.

Special If you have the Titan Wrestler skill feat, you can use Shobhad Special against creatures up to your size, or up to one size larger than you if you're legendary in Athletics.

SPIRITUAL WARDS — FEAT 17

SHOBHAD

Prerequisites Spirit-Blessed Protections

Your spiritual guardians ward you against all but the most potent of magics. You have resistance 20 against spirit damage and damage from primal spells.

SHOBHAD WEAPONS

The shobhad longrifle is the ancestral weapon of the shobhad-neh, and learning to wield one is a time honored tradition among shobhads the galaxy over.

SHOBHAD LONGRIFLE — ITEM 1

VOLLEY 30 FT | BACKSTABBER | CONCUSSIVE | FATAL D12 | KICKBACK | SHOBHAD | UNWIELDY

Price 200 credits
Usage held in 2 hands; **Bulk** 1
Range 120 feet; **Magazine** 1 projectile; **Expend** 1; **Reload** 1
Grade commercial; **Damage** 1d8 piercing
Category martial; **Group** sniper; **Upgrades** 0

This martial sniper rifle is the traditional weapon of the shobhad-neh. It comes with a built-in commercial silencer and commercial sniper's scope (*Starfinder Player Core* 274) that must be upgraded separately from the weapon but are integrated into the shobhad longrifle and do not occupy upgrade slots.

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